OLR NEW DIGITAL FACE Rethinking Learning Tech in Today's Workplace







JD Dillon Chief Learning Architect **Digital Workplace Strategist**











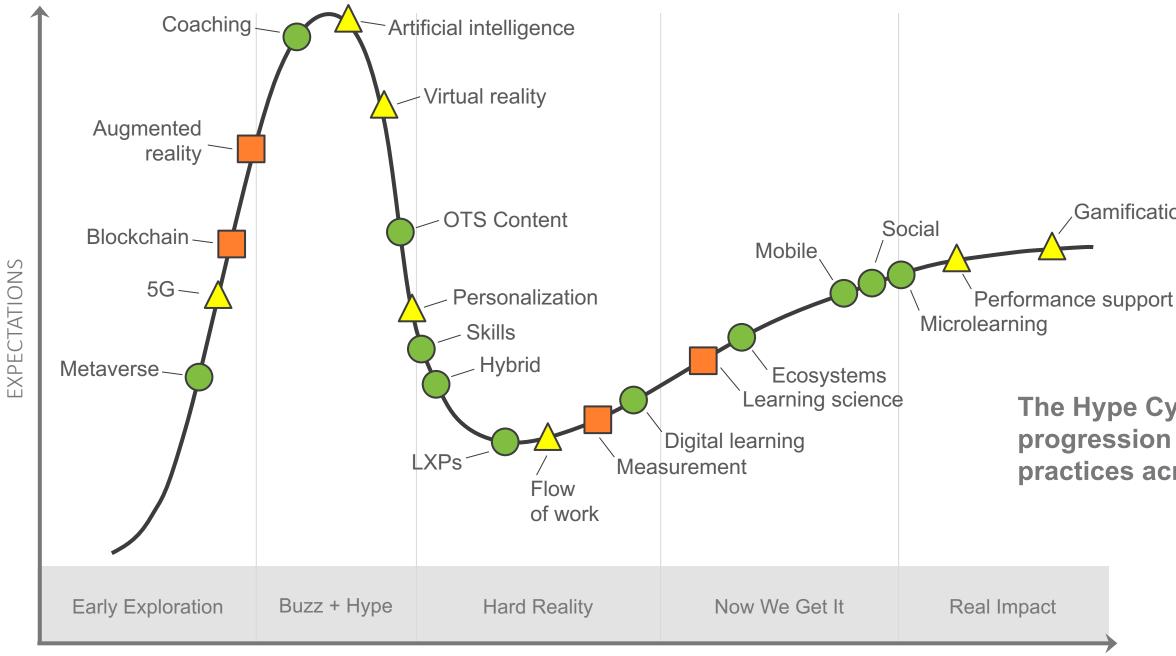


Technology is an **enabler**, not a solution.



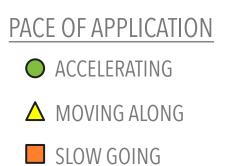
LEARNGEEK HYPE CYCLE

Workplace Learning Practices – January 2022



TIME

More details available online at LearnGeek.com/ld-hype-cycle



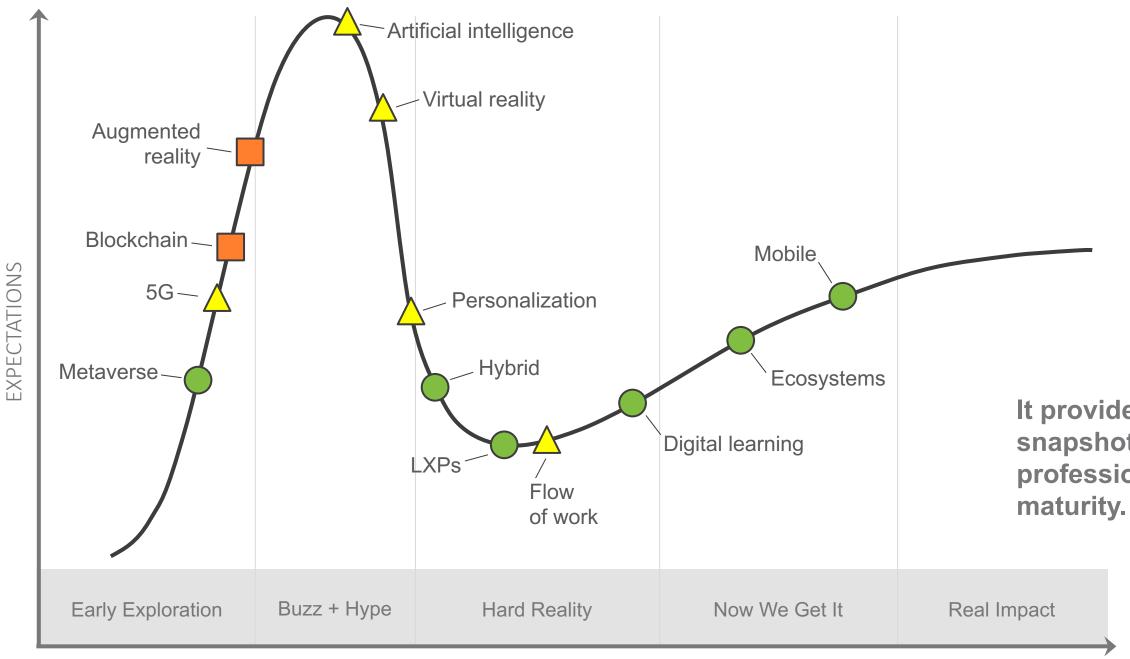
Gamification

The Hype Cycle tracks the progression of learning practices across the industry.



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PACE OF APPLICATIONACCELERATING



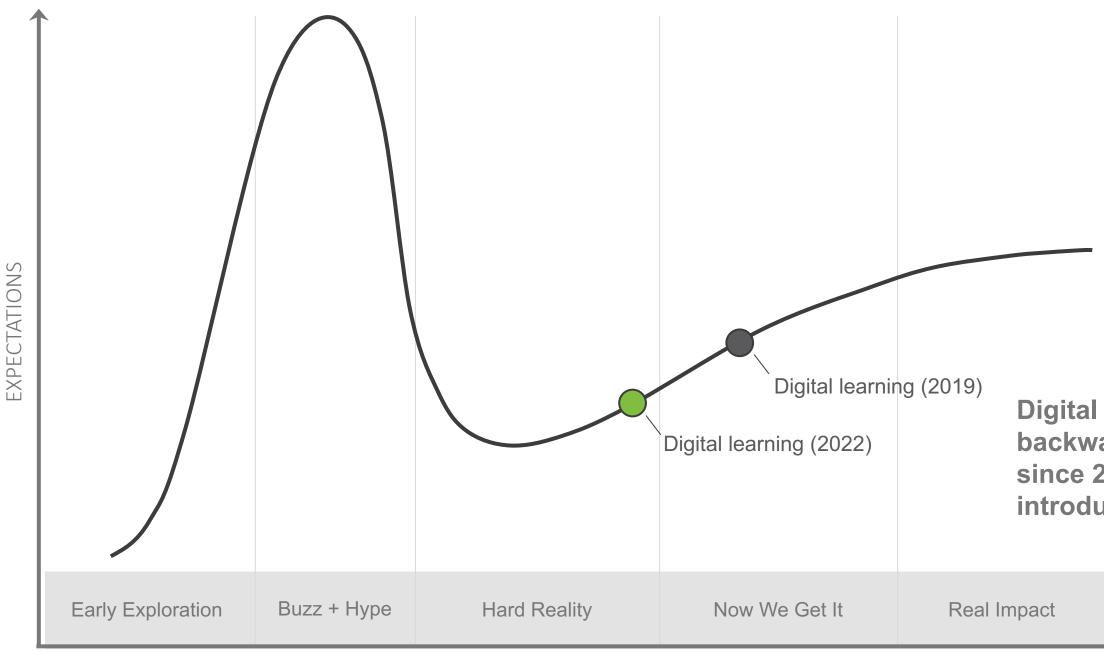
SLOW GOING

It provides an informal snapshot of the L&D profession's technological maturity.



LEARNGEEK HYPE CYCLE

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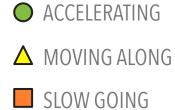
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backwards down the curve since 2019 due to challenges introduced by the pandemic.

Digital learning slid



PACE OF APPLICATION



80.3% of formal learning hours were delivered digitally in 2020, up from **56.1%** in 2019.

ATD 2021 State of the Industry Report



DIGITAL LEARNING NEWS

LearningTechNews.com

Your Source for the Latest in Learning Tech

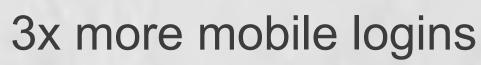
WORKERS MANAGE TO FIND LMS



An employee clicks through their company learning management system to figure out if any of the 30,000 available courses actually relate to their job. PHOTO: PURD HAPLEY

135% increased logins





* Example LMS stats shared through press release in 2020.

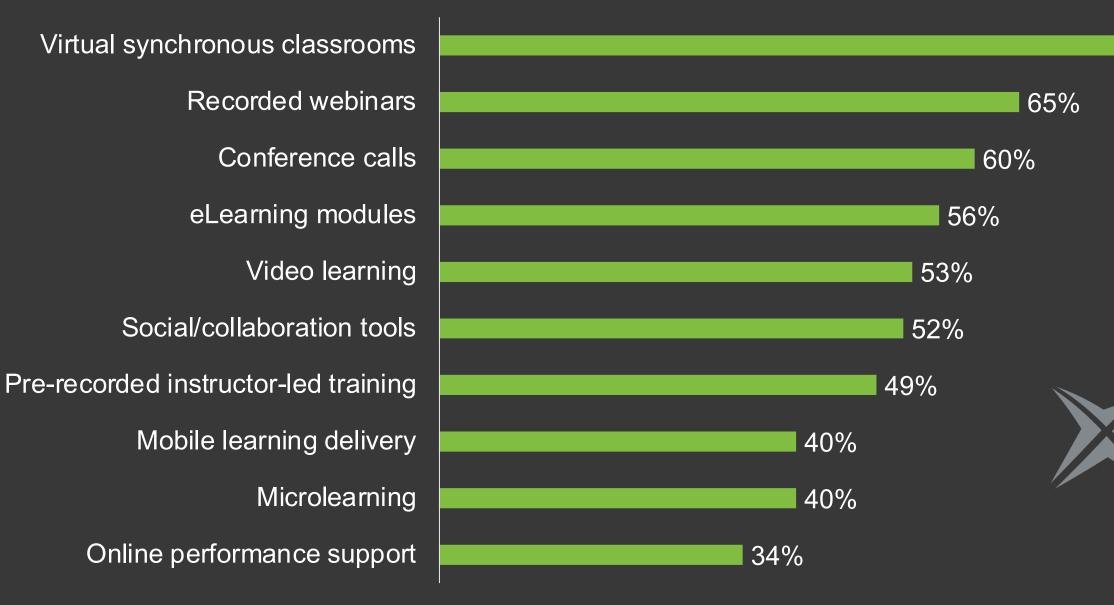


June 2020



27.5 million working hours spent on learning

Learning Format Increases During Pandemic





Brandon Hall



Technology became a critical enabler as officebased employees shifted to working from home. But research shows that our increased reliance on technology did not change foundational practices.

Axonify



L&D didn't reimagine workplace learning through a digital lens. We were tasked with finding a way to keep our organizations running, and that's what we did. But we must be honest with ourselves moving forward

Workplace learning did not transform. It moved (for some people).

This is why we continue to see gaps in workplace learning capability



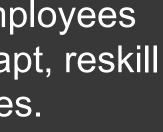






of executives say employees are very ready to adapt, reskill and assume new roles.

Deloitte - 2021 Human Capital Trends Report





46%

of employees say their organizations have reduced upskilling and reskilling opportunities.

Degreed – The State of Skills 2021



L&D must step back, assess what we've learned over the past two years and rethink the role technology should play in modern workplace learning.



Why do organizations use technology within their workplace learning experiences?









Most learning tech strategies are based on 3 principles.



SPEED Build and deliver solutions faster



SCALE

Reach more people with less cost







CONSISTENCY Deliver the same message every time



Only 20% of employees consistently walk through the digital door.

Axonify

1

WRONG WAY STOP SEVERE TIRE

AGE

L&D cannot go back to the way we did things in 2019. The workplace has evolved. People's relationships with technology has changed. L&D must advance our practices or risk falling behind.







Modern Learning Organization Mindset

Make learning a critical part of work(flow). Take advantage of the full ecosystem. Apply data to accelerate decision-making. Provide a personal experience at scale. **Drive clear business impact.** Foster persistent organizational agility.



How can L&D leverage modern digital capabilities to deliver additional value

through technology?







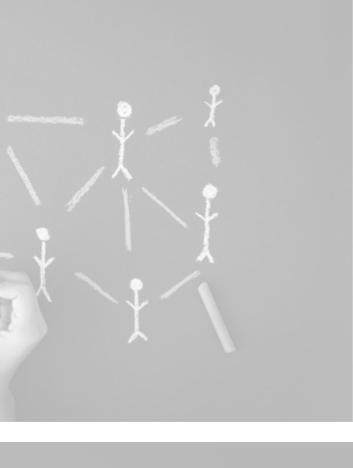
CONTEXT



Fit learning and support into the everyday workflow









Knowledge and skill requirements are based on what you do. How you learn is influenced by how you work.

at you do. 'k. Axonify[™]

Persona Considerations

Function	Does this persona work independently or directly with customers and produc
Foundation	Was this persona hired based on a unique skillset or are they taught how to o
Scale	Does this persona have a unique role or do many people do this kind of work
Time	Does this persona control their schedule or is their workload heavily manage
Location	Does this persona work in a specific location or are they distributed across m
Access	Which devices are available to help this persona access learning and suppor
Motivation	Is this persona primarily focused on building a career or meeting foundationa
Measurement	Are this persona's performance outcomes based on subjective or objective n

icts?

do the job?

- rk?
- ed?

many locations?

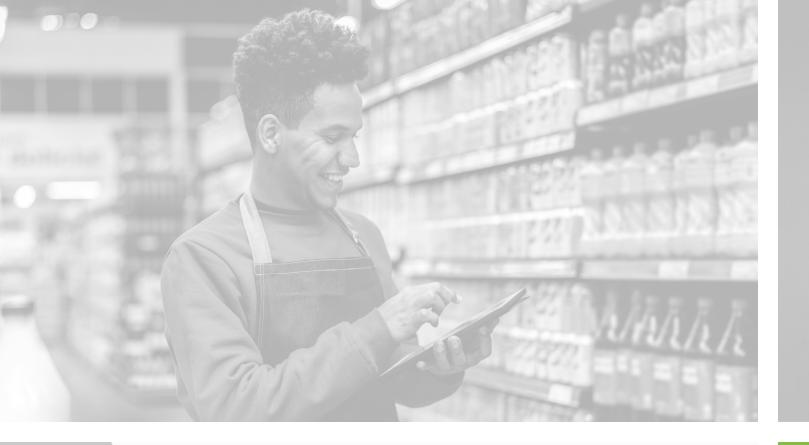
- ort resources?
- nal needs?
- measures?





Technology can make it easier to access and share information, but it can also reinforce workplace siloes. L&D must keep this in mind and break down organizational divides that inhibit performance.





Equality

Equity



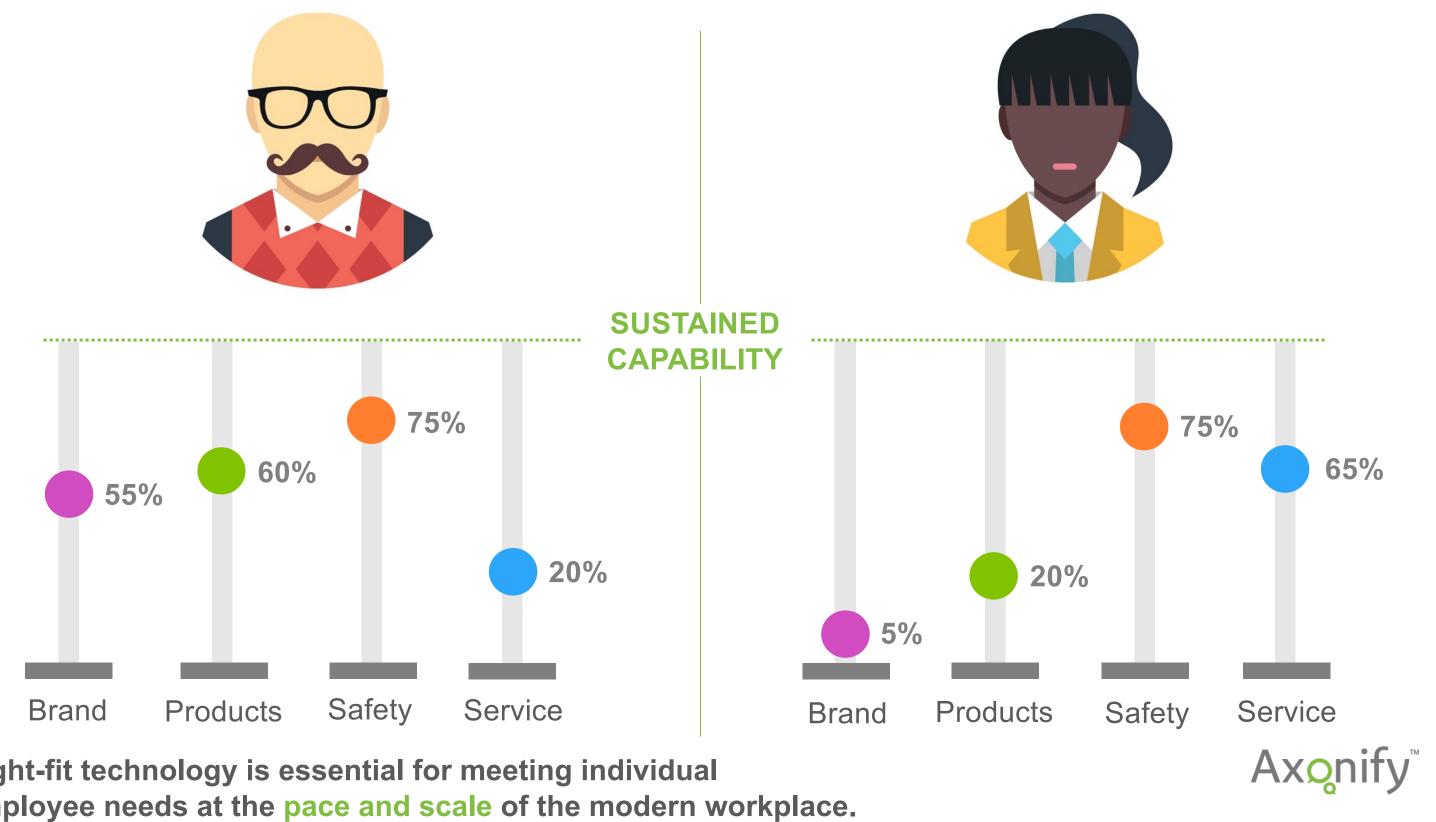
PERSONALIZATION

Provide the right support to the right person at the right time – at scale









Right-fit technology is essential for meeting individual employee needs at the pace and scale of the modern workplace.

Adaptation

How can we continuously adapt our support tactics to ensure optimal results?

L&D must advance its technology and data practices to personalize the learning and support experience for every employee.

Prediction

How are we projected to perform in the future with our key business goals?



Engagement

How are people engaging with learning opportunities?

Learning How is people's knowledge changing over time?

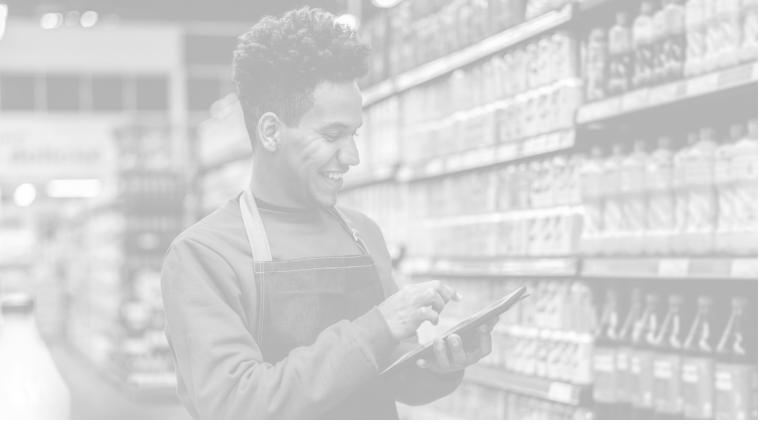
Outcomes

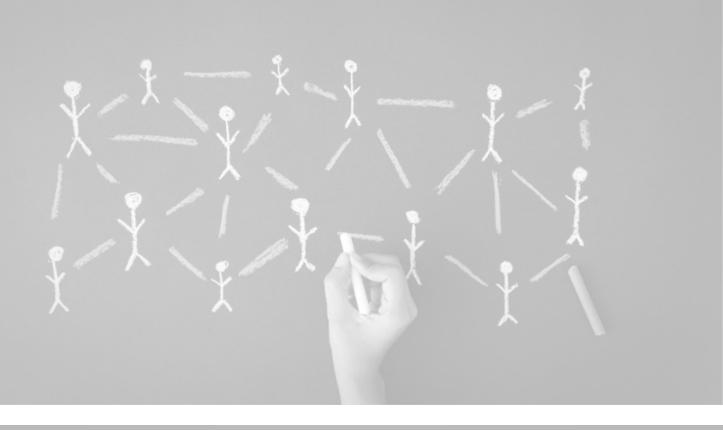
How is learning impacting business results and delivering ROI?

Behaviors

How are people's behaviors changing on the job?



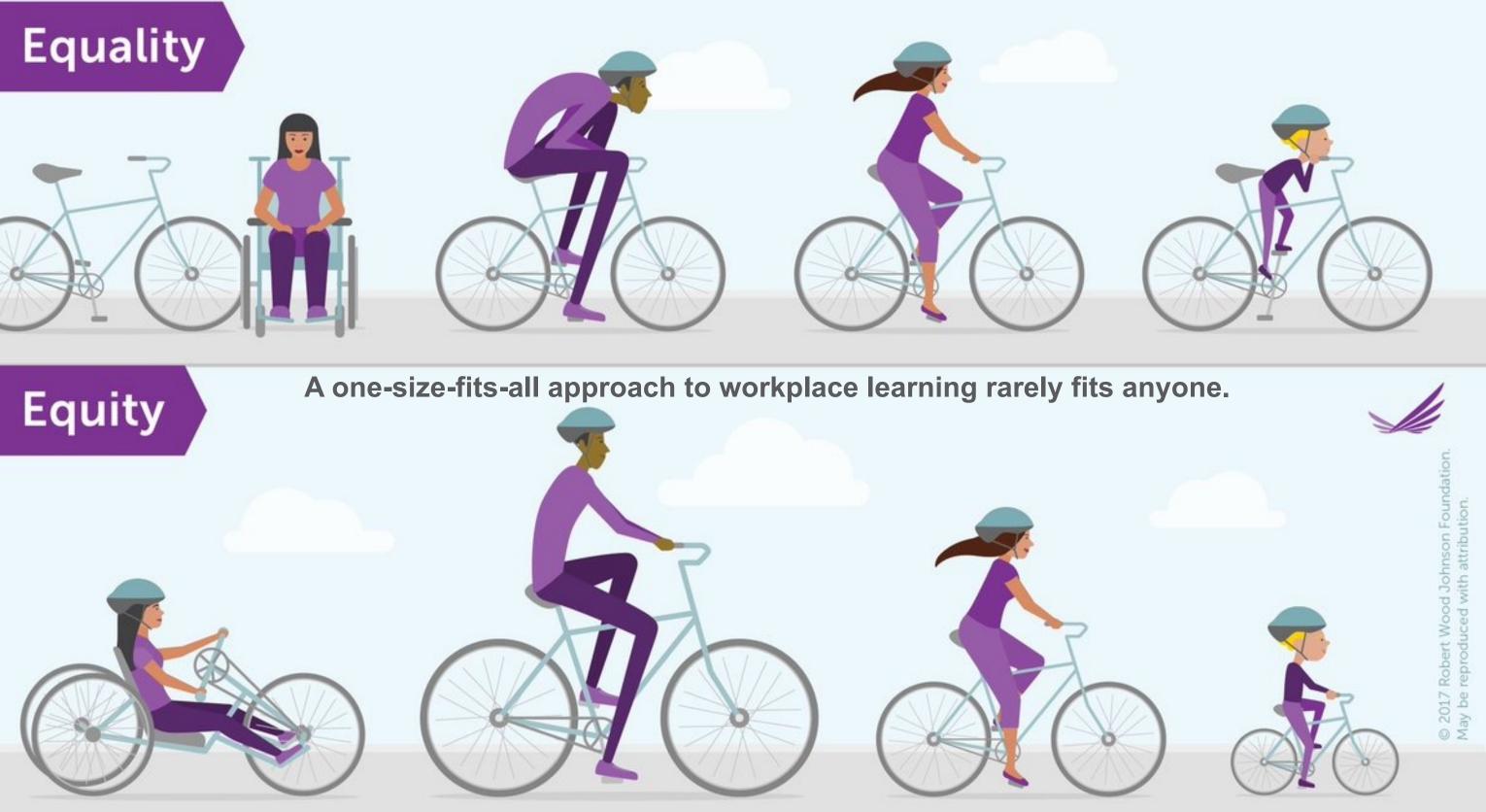














If L&D hopes to close skill gaps, we must first shrink the opportunity gap, including access limitations caused by poorly-designed digital strategies.



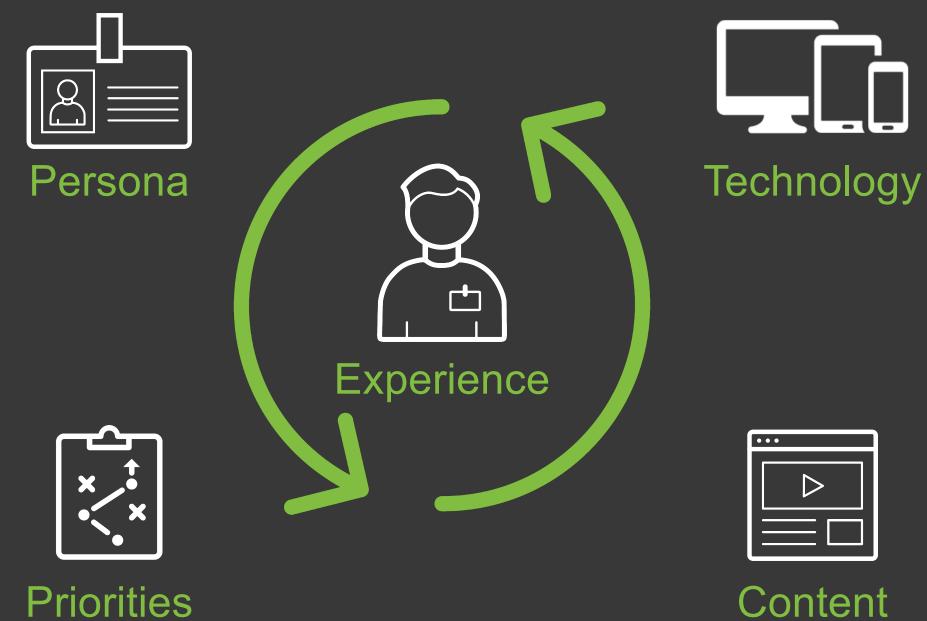


7 reasons to apply technology in workplace learning



Technology should help L&D provide an equitable workplace experience that ensures every employee has access to the training and support they need to do their best work every day.





Technology is just part of fostering a right-fit workplace learning experience. First, L&D must understand their audience personas and organizational priorities.



Then, L&D must apply an ecosystem-based approach to digital learning.

A single technology will rarely meet an entire organization's needs.

This is why the average enterprise uses 11 learning platforms (according to RedThread Research).



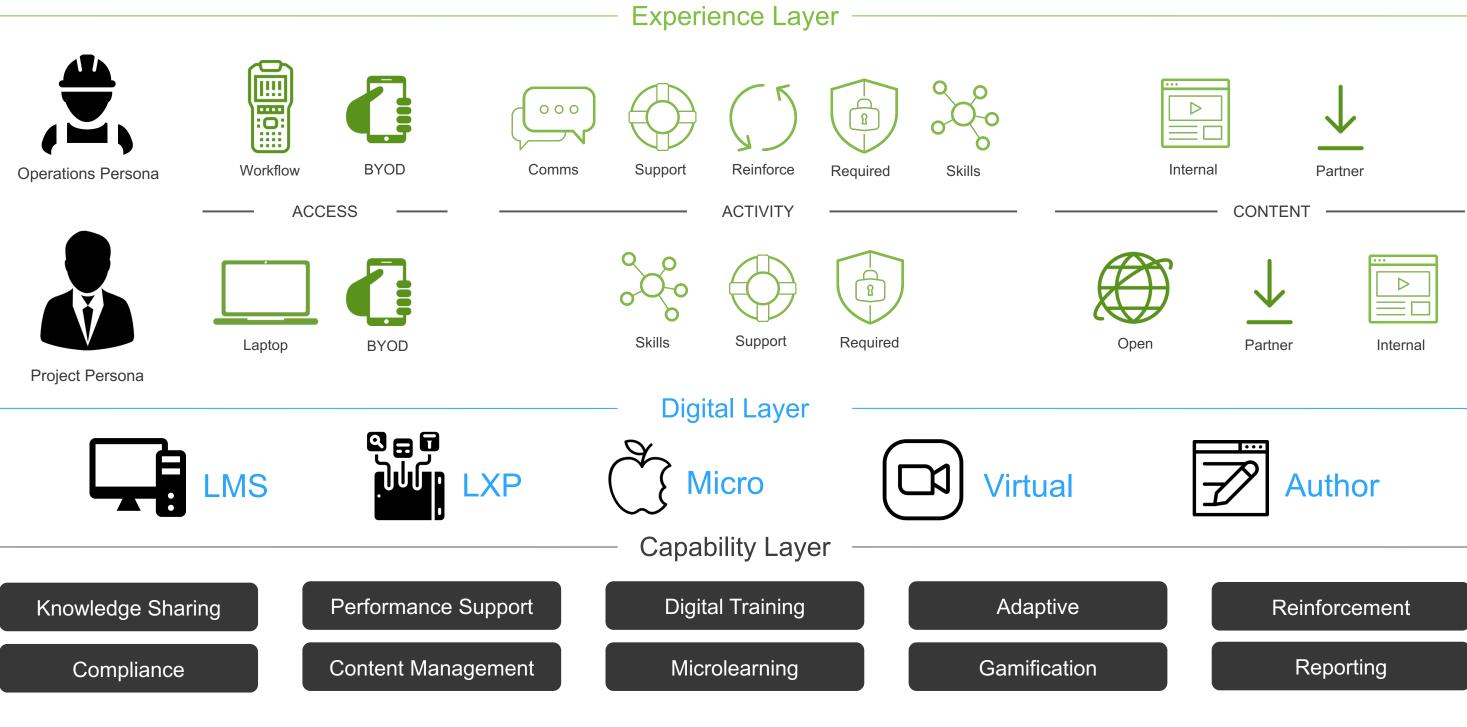


Make sure every digital tool has clear **purpose** and **value** aligned to each employee's workflow.





Persona-Based Learning Ecosystem Design



Integrated Data Layer







A microlearning platform acts as the front door experience to fit timely communication, training and reinforcement into the busy frontline work day.







Productivity tools, such as email and chat, are used everyday to collaborate and enable timely support and learning in the flow of work.

INTRANET

All employees access a shared intranet via connected tools to access information and solve problems when they arise in the flow of work.



LXP provides on-demand access to mandatory training and self-directed skill development resources but is not used within the everyday workflow.

Persona-Based Learning Technology Experience BACK END SYSTEMS



LMS







This persona-based approach to digital learning experience design has proven to yield off-the-charts engagement, such as 83% of employees completing training on average 2 – 3 times per week.





How do you measure the value of learning technology?



Engagement	Are people using the tool with the intended frequency?
Impact	Does the tool play an essential role in enabling workplace chang
Sentiment	Do people like using the tool as part of their workflow?
Agility	Does the tool strengthen the overall learning ecosystem?
Education	Does our work with the tool help us do our jobs better?
Innovation	Does the tool help us push our digital learning strategy forward?
	How does the total cost of ownership compare to the overall valu



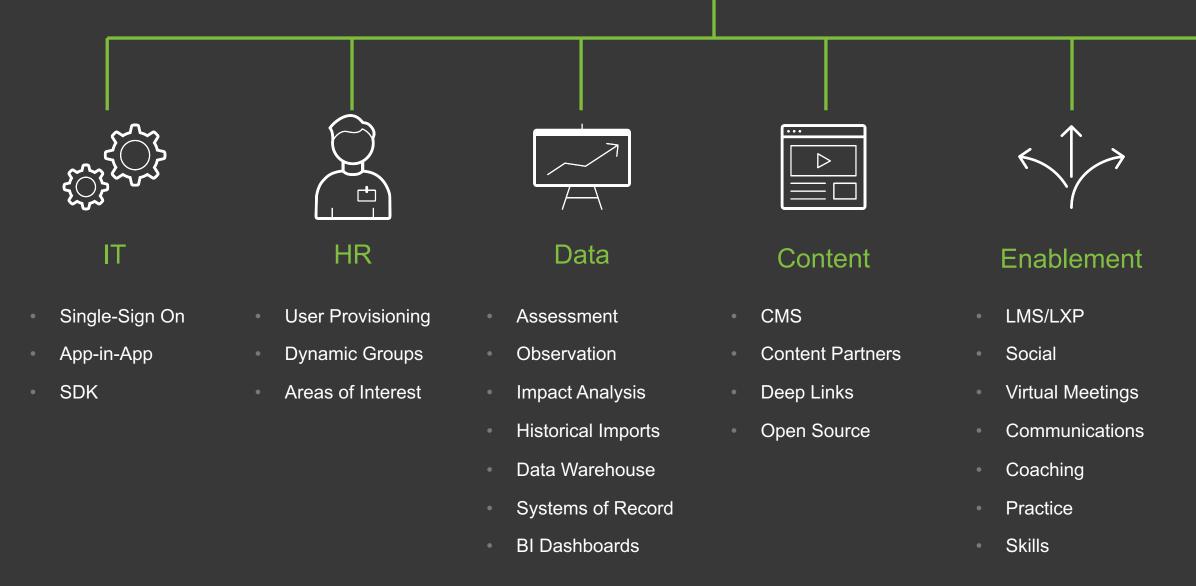
alue provided?



What role do **integrations** play in constructing a persona-based learning technology ecosystem?



Strategic + Technical Integration Points





Recognition

- Rewards
- Achievements
- Credentials



Strategically integrate the entire ecosystem based on purpose.

Consider **technical** integrations when they provide clear value.

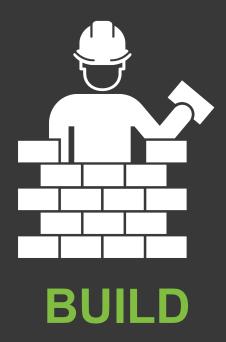




Should we buy or build learning technology?







- ✓ Custom functionality ✓ Lower initial cost (maybe) Unproven capabilities Ongoing maintenance No external guidance
- Limited innovation

BUY

Proven capabilities

VS

- Limited maintenance \checkmark
- Experienced guide \checkmark
- Persistent innovation (you'd hope)
- Limited customization
- Higher initial cost (maybe)





Every employee needs (and deserves) a simple, right-fit, equitable learning and support experience.





the digital working and

Our goal should be to make learning experience as simple and impactful as using the apps on your smartphone.



PULL Future-focused skill development

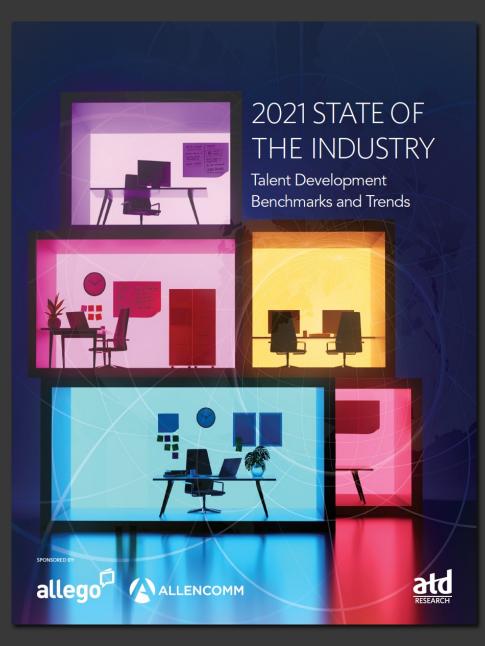
Self-Direction Collaboration Curation Upskilling Cross-Training Reskilling



PUSH Today's biggest business priorities

Messaging Job Training Compliance Performance Support Reinforcement Coaching





(T) redthread research The Art and Science of **Designing a Learning Technology Ecosystem** Authors: Dani Johnson and Priyanka Mehrotra

INDEPENDENT PUBLICATION

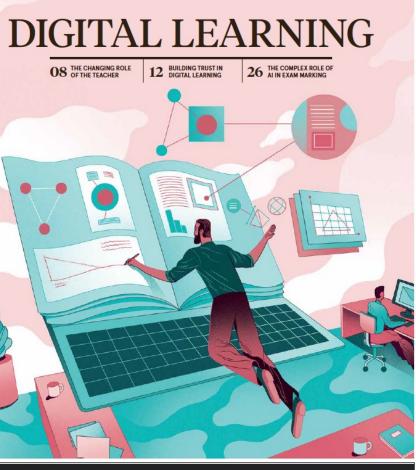
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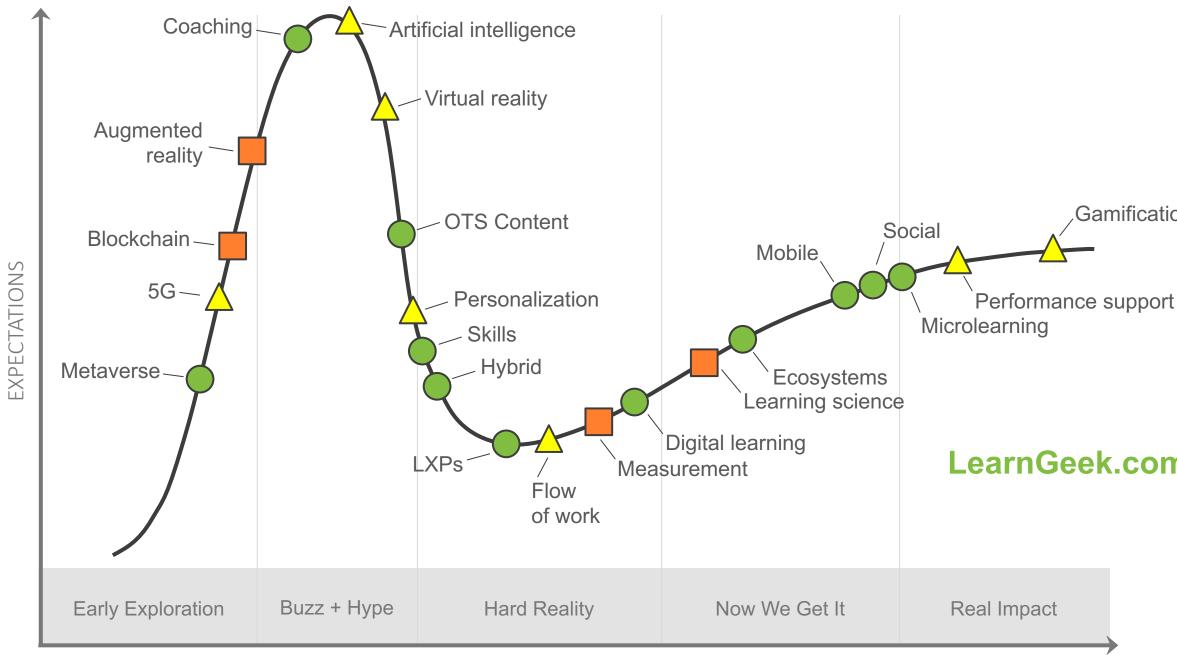


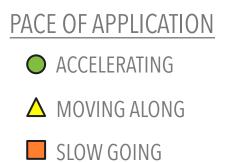
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Gamification

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